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Subject: Problems exporting

Posted by [Anonymous](#) on Sun, 27 Oct 2002 05:35:00 GMT

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Animations relies on hierarchies, wich means you need to have bones. Don't know what you're trying to animate, but in case you didn't create any bones, make sure the "Transform (bone)" box is checked in the export options for the mesh you are trying to animate. The exporter will automaticly create a bone for the mesh, and link that mesh to it. Hierarchical Animated models are made of animated bones with or without meshes linked to them. Pure animation only exports animated bones without any geometry. So if you don't have any objects with the transform(bone) checked, that might be why it gives you an error, if you selected pure animation as the export type. Can't help you more, as I don't know what exactly you are trying to export.- Abjab

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